A.E.™

ATARI INSTRUCTIONS

After you boot the disk (label side up), wait for the disk drive BUSY light to go out. Then turn the disk over and press the joystick or paddle button to complete loading.

If you're daring (reckless?) and want to face the ultimate challenge, press CTRL H just as the first side begins booting (H = "hard"). Important: You'll have to press CTRL H within 5 seconds after the first side begins booting, otherwise you'll be playing at normal difficulty.

Controls:
Use joystick or paddle. Plug joystick into jack #1, paddle into jack #2. Press button to start play. Joystick or paddle controls left/right movement. Button launches anti-AE blaster missiles. Letting go of button causes launched missiles to detonate. To destroy the waves of AE (rays), you must detonate your missiles directly in their path.

Objective:
The AE were designed as pollution-fighting robots by a well-intentioned multi-national corporation. Intended to save the world, the AE slipped through quality control out into the unsuspecting universe. Now THEY are out of control! While the fate of the Free World does not depend upon getting rid of the AE, they have become an unrelenting nuisance, much like motorcycle gangs or geese on the runway.

Your task is to drive these pestering waves of AE from the earth and push them far off the planet to the outer wastelands of the known universe.

You start with three missile batteries. There are five levels of play as you drive the AE deeper and deeper into space. To move onto the next level, you must make three perfect attacks. A perfect attack is when you annihilate every AE in a wave using your remotely-triggered, anti-AE blaster missiles.

Over

Only when you have pushed the AE all the way up and out of our corner of the cosmos, to about 600 billion light years up and to the left of the Milky Way, will they finally leave us alone. We Hope.

Special keys:

BRK - to pause or resume play

JOYSTICK/PADDLE BUTTON - to start over from demo mode

CTRL H - If you want to shift the game to an increased level of difficulty (see other side).

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